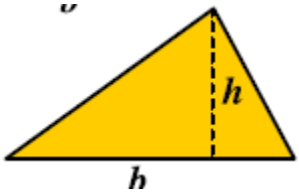
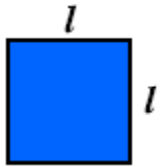


Polygons: Sides; Area; Perimeter/Circumference

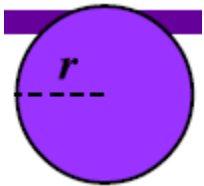
Triangle: 3 sides, perimeter = sum of the three sides; area = $\frac{1}{2}$ base * height



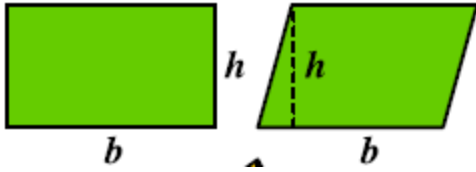
Square: 4 sides; perimeter = sum of the four sides; area = side * side



Circle: one “side”; circumference = $2 * \pi * \text{radius}$ ($2\pi r$); area = $\pi * \text{radius squared}$ (πr^2)



Parallelogram/Rectangle: 4 sides; perimeter = sum of four sides; area = base * height



Trapezoid (isosceles): 4 sides; perimeter = sum of four sides; area = $((a+b)*h)/2$

